



THE MANUAL

Q U A K E II™

www.idsoftware.com



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THE STORY

Long shadows claw desperately away from your dusty combat boots, fuelled by the relentless sun of a late Texas afternoon. Shading your eyes against the glare, you squint for the thousandth time at the line of soldiers ahead of you. It stretches on endlessly across the rubble, disappearing at last into the cool shadows of a troop carrier. Soon you'll walk up the ramp into the ship, climb into your one-man cocoon, tear through the interplanetary gateway, and smash down light-years away from the blowing sand and blasted ruins that surround the Dallas-Metro crater.

"What the hell is taking so long?!" you snarl, slamming the battered barrel of your side arm, the blaster, against your scarred palm. "I've waited long enough. Time to kick some Strogg ass..."

Slightly rocking back and forth under the sweltering August sun, you spit out of the side of your mouth, rub your eyes, and think back to the day when the wretched creatures first attacked. Like flaming meteors, their crafts pounded into the Earth and unbelievably, these bio-mechanical aliens... these hideous cyborgs... swarmed out while their ships still sizzled with reentry heat. They killed or captured anything that lived. We figured that the Strogg were after our planet's resources: minerals, metals, and water: things like that. But their onboard storage facilities did little to disguise what they considered to be resources: fleshy limbs and organs for new cyborgs, and of course, food.

The line moves. And moves again. Into the cool shadows at last. The assembled armies branch off into new lines divided by corps and unit.

"I can't deal with this shit – what's the friggin' hold-up?"

"Cool your jets, marine," Tokay mutters and smiles over his shoulder.

"We'll all get a few Strogg heads to take home as souvenirs. I promise you that."



THE STORY

"Yo, soldier, 3585." The medtech's voice startles you. "You in or out?"

Competent hands guide you into the coffin-like opening of your Mark 9A drop pod: sleek, dark, and invisible to the Stroggos defence systems. One of the techs begins to drop the reinforced pod door. "Sleep tight, soldier. You'll see sunlight in less than six and a half hours. Not our sun, mind you..." <SLAM>

Pitch black except for the mild glow of your video readout system in front of you. You've done this a dozen times in the sim classes. No sweat. Just a few short hours to sleep, recharge, and then... the moment of glory. But this time it's for real.

It's also time to think. You recall your first official day of training, your unit commander discussing how these damn parasites made it to Earth and other nearby colonies in the first place. By employing our best satellites and long-range scanners, we learned how they travelled light years so quickly – the Strogg used these black hole-like gateways as their highway to heaven. We still don't know if they created these rips in the fabric of space and time, or if they simply discovered them by accident. Either way... it's just like opening the door to an all-you-can-eat restaurant for these bastards. In about two hours, we'll be entering the same interstellar portals, to hit 'em where it hurts... on their own turf.

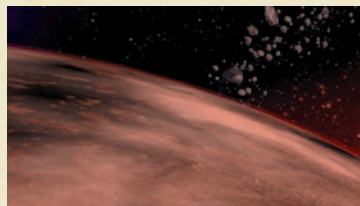
You close your eyes and relish this thought. Eventually, you nod off to the low hypnotic hum of the troop carrier.





THE STORY

Crackle ... *fzzzz* ... "Greetings to the people of the Coalition. This is Flag Admiral Crockett, speaking to you from the bridge deck of Phobos. We are entering the outer orbits of Stroggos, the alien's home system. As we had postulated, Stroggos' atmosphere is harsh but breathable. We expect to make planetfall soon. Now is the time to switch on your debriefing panel if ya need it."



"Boomer?" the voice crackles through every soldier's headset. "Drop X-ray squad in 30 on my mark. You copy?"

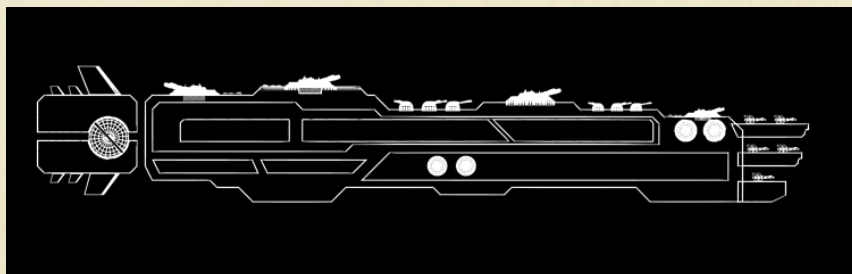
"Roger that!" In another pod, your sergeant snaps back. "OK boys and girls, you see the clock on your heads-up. Two demerits for anyone who up-chucks during bounce and roll!"



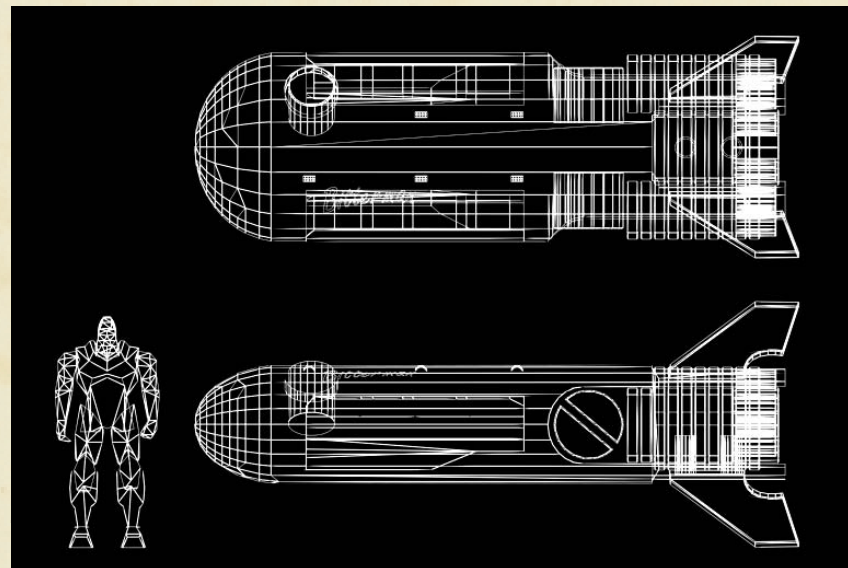
Shthunk!! Your drop pod is shot from the side of the carrier and hurtles downward.

Wheee-ooooo!! Incendiary atmosphere howls past the pod's rapidly heating shell.

*Ka-WHUMP! * The pod wall suddenly buckles to your right, but stays intact.

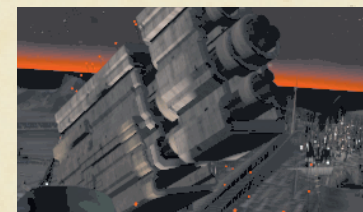


THE STORY



Another pod must have clipped yours on its way in. ECM didn't indicate enemy fire. Shit. Thrusters and stabilising gyros are fading. Based on the pings, the other pods are pulling away. Below you, the large alien city roars into focus on the screen. But where are the other pods? They were there a minute ago.

Suddenly, distorted radio chatter lights up, "Mayday! Mayday! Lost all power... shielding failed... missed dz... some kind of EMP is... kzzzt... us out. We're dropping like fli... zzzzkkkzzzt". Silence. Damn! If the Strogg have electromagnetic pulse defenses and we failed to detect them... all of us are in the shitter. That HUGE blip has to be the Big Gun. You do a slow dogleg left as your navcomp finds a place to land when all of a sudden retros kick in and propel you south.





THE STORY

"What the...?" Before you know it you skip across the lip of a crater and slam into a structure, a good distance away from your target.

Dazed and bleeding from a head cut you toggle open the labelled arsenal bins and reach for where your gear ought to be stowed. Damn. Nothing but your sidearm.

Damn again.

You leap out the crushed pod door, alone, with blaster in hand, and tear off into the room with the bittersweet stench of vengeance coarsing through your veins...



INSTALLATION

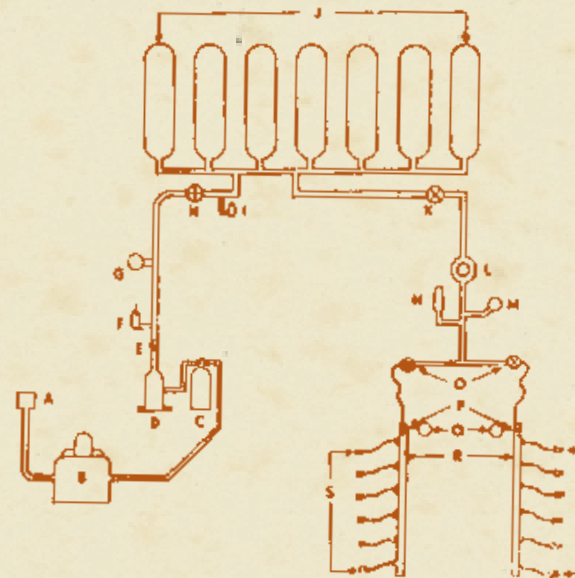
INSTALLING QUAKE II

To install Quake II on your system, insert the game CD into your CD-ROM drive and:

1. *Double-click on Setup.exe at the root level of the CD, or*
2. *Go to Run... in your Start Menu and type d:\Setup.exe*

*(substitute your CD-ROM's drive letter if different from "d:")
Follow the on-screen instructions as they guide you through the installation process.*

For updates to Quake II, please refer to www.idsoftware.com.





SETUP

GOAL OF THE GAME	<p>The goals of Quake II are divided into a series of complex missions or objectives. During the game your field computer provides you with each new objective. It is important to regularly review this information.</p> <p>The Intel Brief section of this manual describes general information on your missions, environment, weapons, special items, and alien profiles.</p>
GAME STRUCTURE	<p>Quake II contains eight large units, each with a number of levels to complete in order to proceed to the next unit. It is likely you will have to go between levels several times to accomplish a particular goal. Remember that once you leave a unit you cannot return unless you reload a saved game from that unit. Therefore it is important to review your field computer to be sure you accomplished all of your goals for that unit.</p>
MAIN MENU	<p>When you start Quake II, a demo sequence of the game will begin. At any time, press the Escape key to pull up the Main menu. Use the up and down arrow keys to navigate, and press the Enter key to select. Each Main menu function brings up a list of secondary menu items. If you have problems using the secondary menu selections, please refer to the message banner at the bottom of the screen or the online manual for technical details.</p> <p>GAME: Start a new game with a specific skill level, load, or save a game.</p> <p>MULTIPLAYER: Start a network server, join a network server, or change your character information.</p> <p>VIDEO: Select either Software only or one of several OpenGL modes, and adjust screen modes and settings.</p> <p>OPTIONS: Customise your keyboard, mouse, or joystick controls, adjust your audio, and change your game play control options.</p> <p>QUIT: Exit the game from here.</p>



SETUP

GAME	<p>Under Game, you can select a variety of skill settings that range from really easy to nearly unbeatable. Each skill setting adjusts reaction, health, power, and number of the monsters you'll face.</p> <p>Easy: This is meant for kids and grandmas.</p> <p>Medium: Most people should start Quake II at Medium skill.</p> <p>Hard: Here at id, we play Hard skill, and we think you should too, once you're ready.</p> <p>Load Game: Select Load Game to pull up the load game menu. The first name on the list is an auto-saved game. Selecting this puts you back at the start of the last level you entered. Use the arrow keys to move down to the game you wish to load and press the Enter key.</p> <p>Save Game: Select Save Game to access the save game menu. Using the arrow keys, move down to an empty slot, or one you don't mind writing over and press the Enter key to save. Quake II will generate a name for you with title of the level and the current time.</p>
MULTIPLAYER MENU SELECTION	<p>There are two main ways to play Quake II with other people: LAN or TCP/IP over the Internet. This menu provides three options: Join Network Server, Start Network Server, or Network Server Player Setup. Please see the readme.txt for details on multiplayer game play.</p>





SETUP

VIDEO MENU SELECTION

Here are controls for changing your video driver, screen resolution or video mode, brightness, screen size, window or full screen mode, texture quality, and translucent settings.

Depending on the selected video driver, some video settings will not take effect until you choose the Apply option from the menu.

When changing video settings, Quake II may blink from the screen, or the game console may appear. This isn't unusual. After a moment of this, the game should resume normally.

Video Driver: You have four choices under Video Driver. These are Software, 3Dfx OpenGL, PowerVR, OpenGL, Verite OpenGL, and System OpenGL. As you can see, generally this breaks down into two choices: Software or some form of OpenGL.

*****IMPORTANT:** Your system may not support many of the video driver options provided by Quake II. If a selected video driver is unavailable Quake II will return to your previous selection or to a safe software mode.

Software: If you are running under Windows 95, and do not have OpenGL supported hardware acceleration, Quake II will use this setting.

OpenGL: With the assistance of OpenGL drivers, Quake II runs in 16 or 24 bit colour, with coloured lighting effects, cleaner graphics, and improved translucency.

3Dfx OpenGL: Use the 3Dfx OpenGL driver on systems that possess a 3Dfx Voodoo and Voodoo Rush accelerator.

PowerVR OpenGL: Use the PowerVR OpenGL driver on systems running Windows 95 with a PowerVR PCX2 board installed.

Verite OpenGL: Use the Rendition Verite OpenGL on systems running Win95, with a Rendition V1000/V2x00 board installed.



SETUP

VIDEO MENU SELECTION (continued)

System OpenGL: The System OpenGL driver allows Quake II to render using the default OpenGL driver installed in the system. Select this if running under Windows NT when using a 2D/3D accelerator other than those specifically supported in this menu.

IMPORTANT: We do not recommend using OpenGL on systems that do not have hardware acceleration of OpenGL installed.

This information is subject to change with different revisions of the game. Please see the readme.txt file for further details.

Video Mode: Many video modes are available to you through this menu. Your system may not support many of the video modes provided by Quake II.

Screen Size: The screen size slider controls the size of the game area on the screen. Reducing the screen size will usually result in higher performance.

Brightness: The brightness slider controls the brightness of the screen. Its effects are immediate under software. When using OpenGL, select Apply after modifying the brightness.

Fullscreen: This selects fullscreen or windowed rendering. Fullscreen mode availability is dependent upon the type of graphics adaptor installed. Fullscreen software rendering requires the presence of Microsoft DirectX. Under OpenGL, fullscreen rendering uses the current colour depth of the desktop.

Texture Quality (OpenGL only): The texture quality slider determines the overall crispness of textures with OpenGL renderers. Better quality often results in lower performance.

8-Bit Textures (OpenGL only): 8-bit texture support is available on some graphics chipsets such as the 3Dfx Voodoo. Enabling 8-bit textures reduces visual quality in exchange for better overall performance. **IMPORTANT:** We recommend you use this setting if you have the appropriate hardware and want to increase the performance of Quake II.



SETUP

VIDEO MENU SELECTION (continued)	<p>Stipple Alpha (Software only): Enabling stipple alpha results in faster performance when rendering transparent surfaces such as windows, water, and lava, but also results in reduced image quality when rendering transparent surfaces.</p> <p>Apply: Selecting this option "applies" any modifications you make to your video configuration.</p>
OPTIONS	<p>Here you can adjust your audio settings, change your mouse options, customise your keyboard settings, and restore all your control settings to their defaults.</p> <p>SFX Volume: Using the left and right arrow keys moves the slider bar to increase or decrease the volume of your sound effects.</p> <p>Sound Quality: Select low quality for 11 kHz sound and high quality for 22 kHz sound. Using low sound quality may increase the performance of Quake II on your machine.</p> <p>CD Music: Use the left and right arrow keys to turn CD music on or off. Turning the CD off will not change the performance of the game.</p> <p>Mouse Speed: This allows you to adjust your mouse sensitivity. The higher you set this the faster your character will turn in relation to mouse movement.</p> <p>Always Run: Set this to Yes if you do not want to hold down the Run button in order to move quickly.</p> <p>Invert Mouse: This gives your mouse "airplane-style" controls. This means that pushing the mouse forward "noses down," and pulling it back "noses up." Some people prefer this control technique.</p> <p>Lookspring: Returns your view immediately to straight ahead when you release the look up or look down key. Otherwise, you must move forward for a step or two before your view snaps back. Lookspring does not work while you are underwater.</p>



SETUP

OPTIONS (continued)	<p>Lookstrafe: If you are using the look up or look down key, then this option causes you to sidestep instead of turn when you try to move left or right.</p> <p>Freelook: With this option enabled you no longer have to press the mouse look key to look up and down while using the mouse.</p> <p>Disable Alt-Tab: This will disable moving from Quake II to your Windows desktop by pressing the Alt and the Tab key.</p> <p>Customise Controls: Selecting this option will bring up a second menu that lists all of the game controls. Use the arrow keys to move through the list. Press the Enter key to select a control to change. Press the appropriate key or mouse button that you wish to use for that control. If you want to go back to the original controls, go to the previous menu and select Reset Defaults.</p>
ON-SCREEN INFORMATION DURING GAMEPLAY	<p>Status Bar: Your status is shown as icons floating in your view at the bottom of the screen. There is an indicator for your health, armour, ammo for the current weapon, and currently selected or readied item or weapon. When you pick up something new, an icon will briefly appear at the bottom of the screen with a picture of that item. To view all of your inventory, press the Tab key. Maximising the screen (+ key) may remove the Status Bar from your viewing area. To get it back, simply press the - key.</p> <p>Messages: Quake II will talk to you from time to time. Some messages appear at the top of the screen. These are non-critical, and tell you that you've picked up an object, or you've died in an interesting fashion (multiplayer games). Certain messages will appear in the middle of the screen. These are always important, and you do not want to ignore them! Examples are "You Need the Red Key" or "Crouch Here," etc.</p> <p>Field Computer: Press the F1 key to access the field computer. This details your unit location, your primary objective, secondary</p>



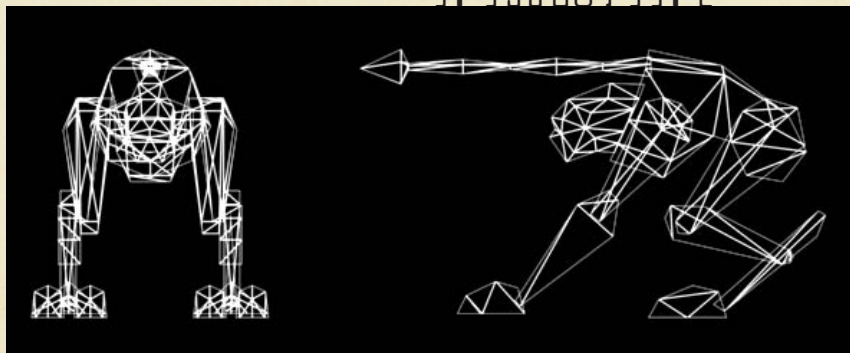
SETUP

ON-SCREEN INFORMATION DURING GAMEPLAY (continued)

or current objective, kill ratio, goals completed, and number of secrets found. When your field computer receives an update an icon will appear at the bottom of the screen. Be sure to regularly check the computer for information on progressing to your next objective.

Console: Pressing the tilde key (~) will pull down the Console window. This is a special area that list all of the game messages, and allows you to give Quake II commands that cannot be given through the menu. For more information on the Console, please refer to the online manual.

Inventory: Press the Tab key to access your inventory. Use the bracket ([]) keys to move through the list. Your status information will update to show an image of the currently selected item. Press the Enter key to use a highlighted item or press the single quote key (') to drop an item. (Dropping items is only useful for multiplayer games.) Weapons and items are "readied" in this manner. For example, you can select or ready an item before engaging the enemy. Then at the appropriate time you can quickly use that item by pressing the Enter key.



GETTING AROUND STROGGOS

Walking: Use the four arrow keys or the mouse to walk around. To walk steadily forward, hold down the forward key (the up arrow or centre button on the mouse). Turn left or right with the left or right arrow keys, or by sliding your mouse in the desired direction.



Running: To run, simply hold down the left Shift key to increase your speed. If you prefer to always run during the game, open the Main menu, then the "Controls" menu, and select Always Run.

Shooting: Tap the Ctrl key or the left mouse button to fire. Hold the shooting key down to keep firing.

Looking Up and Down: The letters A and Z allow you to look up and down, respectively. Start walking forward and your line of vision will automatically re-adjust to the centre position. You may also choose to select Free Look under the Controls menu which will allow you to move the mouse around as if it was your head movement.

Swimming: While underwater, aim yourself in the direction you wish to go and press the forward key to go in that direction. Unfortunately, as in real life, you may lose your bearings while underwater. Use the jump key, normally the Space Bar, to kick straight up towards the surface. Once on the surface, tread water by holding down the jump key. To get out of the drink, swim toward the shore and you can either jump up onto the land or walk straight out if it is shallow enough. There is always a way out of water, but you may have to submerge even deeper in order to find it.

Ducking: Press and hold down the C key to duck and move forward to crawl. When you release the C key, you will return to an upright position. It is also possible to avoid rockets in this manner. You may notice some aliens have learned this trick.

Jumping: Tap the space bar to jump. You jump farther if you're moving forward at the time or if you're running. You jump higher if you're moving up a slope.



GETTING AROUND STROGGOS

Strafing: Hold down either Alt key while the left or right arrow key is pressed and you will side-step in that particular direction. This is perfect for avoiding incoming missiles, rockets, or gun blasts from enemy Strogg.



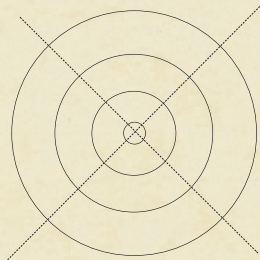
Picking Up Objects: To pick up items, weapons, and power-ups, simply walk over them. If you are unable to pick something up, it means you already have the maximum amount possible for that object.

Giving Items to Other Marines: To give an item to another player simply select it from your inventory and press the ' key. The item will then be tossed out for anyone to pick up.

Selecting Items in Inventory: Use the square bracket keys ([]) to cycle through items in your inventory. Press the Enter key to select a highlighted item.

Talking: To communicate with other players in multiplayer, press the T key and type in your message. Press Enter when finished and your words will appear at the top of the screen. Look for a reply, unless your fellow troops have been disembowelled.

Dropping Objects: To drop an item, tap the square bracket keys ([]) to scroll through your belongings. When the desired object is highlighted, press the single quote (') key to drop it.



GETTING AROUND STROGGOS

DYING

Each time you enter a level Quake II automatically saves the game. When you die, press the Enter key to pull up the Load Game menu. Select the first game name on that list to restart at the beginning of the last level you entered.



MULTIPLAYER GAMES

To set up, run, or join a multiplayer game, use the Multiplayer option in the Main menu. The online manual (readme.txt) contains details that may be useful if your network or hardware needs special configurations.



TCM INTEL BRIEF: CLASSIFIED

INCOMING MESSAGE FROM
TCM MARINE COMMANDANT JAMES:

We have cleared the interplanetary gateway between Earth and Stroggos. In exactly three hours operation Alien Overlord will commence.

As I speak to you, your pods are being fuelled and all systems brought online. Activate your field computers. The following intel brief will provide you with your military objectives, terrain information, arsenal and equipment details, and enemy analysis.

Never before has there been a greater challenge to life, liberty, and civilisation. This is a crusade in which we will accept nothing less than victory. No matter how long it may take us to overcome the Strogg's barbaric assault, the people of Earth in their righteous might will win through to absolute victory. Today we will make very certain that this form of barbaric treachery shall never endanger us again. With confidence in you, and with the unbending determination of our people, we will gain the inevitable triumph -

so help us God.

So go forth and kick ass, soldiers!

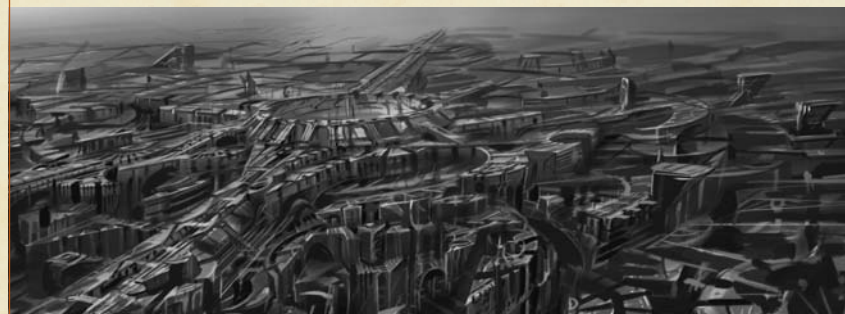


TCM INTEL BRIEF: CLASSIFIED

OPERATION ALIEN OVERLORD:

[*GEOGRAPHY*] The core of the Stroggos civilisation is the capital city of Cerberon. The highly defended complex is built into the base of an enormous crater named Crater Majoris. Between the northern plains and the southern sea of Stroggos, Cerberon contains the major defence, communication, and political controls for the Strogg civilisation. At the southern tip of Majoris is a second crater called Crater Minor. Crater Minor contains the defence base complex for the city of Cerberon.

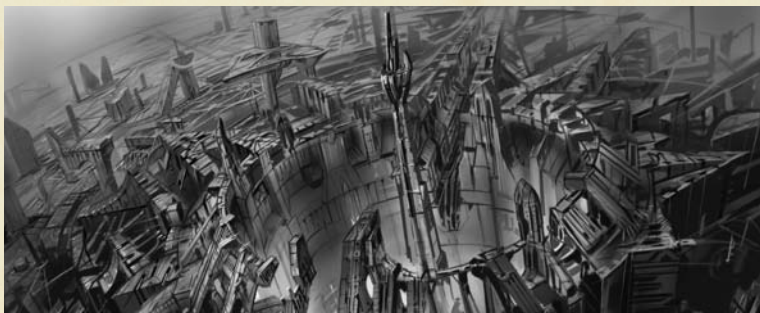
[*POLITICAL STRUCTURE*] The Strogg civilisation is governed through a system of Warlords. Each is given strategic locations to command and control. A single leader, called the Makron, is chosen from the Warlords. He commands Stroggos from within the palace city located at the northern end of Cerberon. Losing him would leave the Strogg confused and in turmoil as the Warlords battle internally to determine a successor. This would remove any chance Stroggos has for creating a well-organised strike or defensive position.





TCM INTEL BRIEF: CLASSIFIED

[DEFENCE SYSTEMS] Guarding Stroggos is a defence system we refer to as the Big Gun. This defence system detects and destroys any ship over a few meters in length. Also, to protect against ground assaults, a deadly laser security grid surrounds the entire capital city.



[ENERGY RESOURCES] Bluish crystals called Steedium are the source for most of the energy that powers Stroggos. The energy gained from processing these crystals provides them with the power run their entire civilisation as well as their planetary defence weapons systems (a.k.a. the Big Gun).

MILITARY OBJECTIVES

Your primary objectives are to establish a communications uplink, destroy the planetary defence systems, disable the interplanetary gateway, and assassinate the Makron commander. Once the communication link is made, subsequent communications will guide troops to their primary targets, destroy targets of opportunity, and provide necessary ground support for the follow-up air strike.



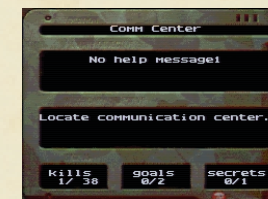
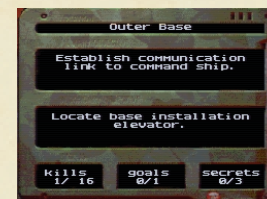
TCM INTEL BRIEF: CLASSIFIED

[COMMUNICATIONS UPLINK] Your first objective is to establish an uplink between command and the Strogg communication computers. These are in the exterior military base south of the main capital of Cerberon. This will enable continued communications, location information, and combat analysis beyond the base complex. Failure to establish this uplink is not an option. Once on the planet, the combat situation may change quickly. It is imperative that you regularly check your computer systems for updated orders.

[DESTROY THE BIG GUN] From the base make your way past the security systems and move north to destroy the Big Gun located on the southern outskirts of the city. Further intel will provide information to achieve this objective.

[DISABLE THE GATEWAY] Disable the interplanetary gateway between Earth and Stroggos. Shutting down the gateway will prohibit the Strogg from launching further attacks against Earth. It may be a long sleep back.

[ASSASSINATE THE MAKRON] Finally, locate the Strogg commander somewhere within the capital palace. Assassinating the Makron will assure complete and total disarray within the enemy's ranks and hamper any well-organised strike or defensive position.





THE STROGGOS ENVIRONMENT

The Strogg environment is in some ways like earth, but in many ways much more hostile. The Strogg use a number of standard systems for activating machines, opening doors, and using elevators. Their interface is easy to adapt to: walk to it, over it, or shoot it. Other elements of the world are much more hazardous and can be deadly.

Buttons, Floorplates, and Levers: There are three ways to activate a switch. Touch it, walk on it, or shoot it.

End of Unit Complex Symbol: The Strogg marked off areas to indicate a one way passage. Once you leave a unit complex you cannot return.

Platforms: Most platforms activate when you step on them. Others activate via a button, pressure plate, or shootable button.

Secret Doors: Some secret doors conceal secret passageways or military supplies. Most secret doors open when shot. Others open by activating floorplates, buttons, or levers.

STRUCTURAL SYSTEMS

Doors: The majority of doors on Stroggos open as you approach them. If one doesn't open automatically, seek a button, floorplate, or key.

Area Doors: Specific symbols indicate the exit to a given area.

Secret Areas: The Strogg have concealed military supplies in different locations within the city. Recon your surroundings closely. Sometimes the slightest variation in the environment could mark the entrance of a secret area.



THE STROGGOS ENVIRONMENT

Slime: All over Stroggos are pools of toxic waste from their refineries. This slime eats away at your flesh unless protected by an enviro-suit.

Lava: Stroggos has large amounts of volcanic activity. Don't go anywhere near lava unless it is absolutely necessary. An enviro-suit won't help you much.

Water: The water on Stroggos is safe enough to enter without needing an enviro-suit, but remember to come up for air periodically. Be careful of water currents.

ENVIRONMENTAL HAZARDS

Traps: We know very little about the internal defence systems on Stroggos. Given their warlike nature and the importance of Cerberon to the Strogg, expect the environment to be deadly.

Explosions: Found all through the city are explosive radioactive containers. Stay clear of them in a fire fight or you'll up in 46 little body bags. They're light enough to move, and short enough to jump on. Their explosive power can blow through weak areas in walls.





ARSENAL

There are a variety of weapons available to you. Each has a particular advantage given the combat situation. Press a number key or use the inventory to select a weapon.

Blaster: This is the standard issue rechargeable energy side-arm. It does not require ammunition. Useful for taking down Guards as well as exploding barrels and setting off shootable buttons and secret doors. Keep one on you at all times.



Shotgun: This uses shells for ammunition. The spread of the shotgun blast makes close combat more damaging, but long range attacks easier. Perfect for the less than proficient marksman. The shotgun is effective against Strogg Guards and Flyers.



Super Shotgun: This is the uncompromising big brother to the Shotgun. Choose your shots effectively. The slow firing rate may only give you a few chances to bring down the enemy before he's able to engage you up close. It eats more shells than the Shotgun, but the show is well worth it.



Machine Gun: Although this weapon is easy to use, its light weight allows for considerable kickback that will push your gun up. Fire in short burst until you can effectively steady your aim.



Chain Gun: The chain gun makes mince meat out of your enemy, but requires an insane amount of ammunition. The long spin up and spin down time makes the chain gun most effective for sustained attacks.



ARSENAL



Hand Grenade: Twist the grenade to activate the fuse timer. The longer you hold an active grenade, the farther you'll throw it. Just remember to throw at some point. Throwing the hand grenade does not make a sound. Therefore the aliens can't easily trace it back to you.



Grenade Launcher: The grenade launcher is useful for delivering firepower into hard to reach areas or clearing out potential ambushes. We do not recommend using the grenade launcher in confined areas.



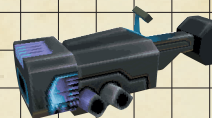
Rocket Launcher: The rocket launcher delivers heavy fire power to your target. Be careful not use this weapon in close combat.



Hyper Blaster: A hyper blaster is an energy chain gun with no spin up delay. Its high rate of fire is incredibly effective at destroying the enemy and depleting your energy cells.



Rail Gun: The Rail Gun fires depleted uranium slugs at super high velocities. Take note of the distinctive blue corkscrew trail of smoke caused by the projectile – or better yet, see how many scumbag Stroggs it goes through before it hits concrete.



BFG: Big, uh, freakin' gun. This weapon redefines the word "wallpaper." Simply fire the BFG into a small room of unsuspecting Strogg and observe the new red paint job.



MILITARY SUPPLIES

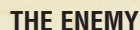
Pick up these helpful items whenever possible. Some items take effect when picked up. You must select and use other items before taking effect.

	Ammo: There are five major ammo types: shells, cells, bullets, grenades, and rockets. Except for the blaster, you must have ammunition to use a weapon. Each ammo type has a maximum you can carry.	
	Armour: There are three armour types: Flak Jacket, Combat Suit, and Body Armour. Each one provides a certain amount of protection against both normal attacks and energy weapon attacks. If you take enough hits, your armour strength depletes down to nothing. So seek out unused breast plates. Pick up and salvage armour that is not as good as your current armour to improve your armour health.	
	Armour Shards: Special remnant of armours, which add a bit more durability to your existing protection.	
	Energy Armour: This provides improved protection against energy weapons. While it is being used, it drains energy from your cells when damaged.	
	Health: There are two types of standard health kits: First Aid and Medkits.	
	Stimpacks: These provide an additional boost to your health.	
	Silencer: This silences the discharge of any weapon.	



MILITARY SUPPLIES

	Bandoleer: Increases your carrying capacity for all ammunition except grenades and rockets.
	Heavy Pack: This allows you to carry more ammo on your back.
	Underwater Breather: This provides oxygen when submerged in liquids.
	Enviro-Suit: This protects you against damage from hazardous liquids, such as Slime.
	Quad Damage: The quad temporarily multiplies all your weapon's strengths by four times. Let the gibbing begin!
	Invulnerability: The invulnerability item renders you temporarily indestructible.
	Super-Adrenaline: This slightly increases your health permanently.
	Mega-Health: This provides a temporary but significant boost to your health, but will wear off after a minute or so.



Description: Weakest of the three processed humans, armed solely with a simple blaster.

Defence/Weapon Analysis: Easy

Comments: Although their weapons may only sting, they may attack in packs or summon help from the big dogs.



Description: These loyal troops have an automatic scatter gun prosthetic.

Defence/Weapon Analysis: Easy

Comments: He goes down easy, but packs a punch.



Description: Bigger, meaner, and deadlier than above... with a machine gun for a right arm.

Defence/Weapon Analysis: Easy

Comments: They tend to charge in droves and have a sharp eye.



Description: Strong, muscle-bound warrior who dishes out chain gun speed damage.

Defence/Weapon Analysis: Medium

Comments: These bullies have one objective in mind, marine – to fill your body with as much lead in the least amount of time. They can take a beating, and are effective at ducking your ammo. Also watch out for post-mortem spray from their chain gun caused by a spasm in their arm. Split once you see one fall to its knees.



Description: The fighting elite for the Strogg, outfitted with a powerful machine gun and an automatic grenade launcher.

Defence/Weapon Analysis: Medium

Comments: This cybernetic terror eats Mutants for breakfast before coming to work – on you. He does have one weakness, though. It takes a second for his hand to open up into the machine gun so take advantage of the brief delay.



Description: He has a metal spike as one arm, a hammer as another, and moves very quickly.

Defence/Weapon Analysis: Medium

Comments: This bald mutha is one deadly freak. He may hit the dirt easy, but he'll get up and is relentless in his pursuits.



Description: Equally as powerful as the Gunner, this femme fatale has both an arm-mounted rocket launcher and flesh tearing claws.

Defence/Weapon Analysis: Medium

Comments: The cyber-bitch from hell... not the kind of girl to take home to mom.




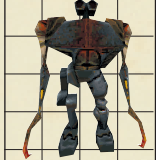
Description: With two massively mechanised legs and one shoulder-mounted railgun, the Gladiator is the daddy of all the adapted humanoids.

Defence/Weapon Analysis: Medium/Hard

Comments: Once targeted, you have less than a second to sidestep or you're toast. Also watch for his lethal left-handed clamp grip.




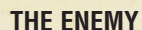
THE ENEMY

	<p><u>PARASITE</u> Description: Four-legged beast with a probe on its back. Once fired, it attaches itself and literally sucks the life from you. Defence/Weapon Analysis: Medium Comments: The Parasite makes Cujo look like Lassie on Prozac.</p>
	<p><u>MEDIC</u> Description: As the name suggests, this threatening organism has the ability to awaken dead Strogg from eternal sleep. Defence/Weapon Analysis: Medium Comments: When he is not healing, the Medic moves about on two hydraulic legs, and is armed with a laser blaster that shoots at hyper speeds.</p>
	<p><u>BRAINS</u> Description: A vicious cyborg abomination with life-stealing tentacles protruding from its chest during attack. Defence/Weapon Analysis: Medium/Hard Comments: Stay out of range of his dangerous tentacle attack.</p>
	<p><u>BARRACUDA SHARK</u> Description: The only creatures indigenous to water on Stroggos. Their blade-like teeth and spiked tail are capable of disembowelling you. Defence/Weapon Analysis: Medium Comments: They attack in packs, but generally go down easy. Just don't become too occupied with them that you forget to take a breath.</p>



THE ENEMY

	<p><u>TECHNICIAN</u> Description: An almost completely robotic brute, controlled by a brain that floats around inside it's metal body in a red preserving fluid. This creature moves about by hovering on four jets that sit under its body and is equipped with three weapons: a shocking prod, a flesh-ripping claw, and a laser blaster. Use energy armour if you've got any. Defence/Weapon Analysis: Medium Comments: The Technician is easy to hit, but takes a lot of damage. A good slap from your super shotgun at close range will make him keep his distance.</p>
	<p><u>MUTANT</u> Description: The Strogg refineries have spewed toxins into the ecosystem for untold decades causing this once docile creature to mutate into a fierce, fast, flesh tearing beast. Defence/Weapon Analysis: Medium/Hard Comments: Run.</p>
	<p><u>FLYER</u> Description: A small two-winged monster, comprised of a controlling brain and a cyborg body that allows it to levitate. Defence/Weapon Analysis: Medium/Hard Comments: The Flyer moves fairly quickly, travels in packs, and each wing is a laser blaster.</p>
	<p><u>ICARUS</u> Description: Relies on a huge jet packed attached to its back, with laser blasters mounted into his shoulders. Defence/Weapon Analysis: Medium/Hard Comments: With its durable shell, swift maneuverability, and insatiable appetite for destruction, the Icarus is an aerial nightmare.</p>

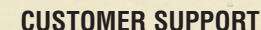


Description: Tanks have three weapons they use at random: an arm-mounted machine gun, an arm-mounted laser blaster, and a shoulder-mounted rocket launcher.

Comments: Get in, take your shot, and get out. Repeat as often as necessary. These metallic beasts can endure massive gunfire.

Description: These Tanks are a special class, designed to secure the Inner City from infiltrators.

Comments: Consider planning your means of attack beforehand, rather than running into their view with your weapons blasting.



1. Complete product title
2. Exact error message reported (if any) and a brief description of the problem
3. Your computer's processor type and speed (e.g. 486 DX2/66, Pentium 90)
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FOR CUSTOMERS IN GERMANY

Customers using a German operating system and keyboard, please note the alternative keys for the following operations:

Status Bar: Your status is shown as icons floating in your view at the bottom of the screen. There is an indicator for your health, armour, and ammo for the current weapon, and currently selected or readied item or weapon. When you pick up something new, an icon will briefly appear at the bottom of the screen with a picture of that item. To view all of your inventory, press the Tab key. Maximising the screen (" ` " key) may remove the Status Bar from your viewing area. To get it back, simply tap the "B" key.

Console: Pressing the " 2 " key will pull down the Console window. This is a special area that list all of the game messages, and allows you to give Quake II commands that cannot be given through the menu. For more information on the Console, please refer to the online manual.

Inventory: Press the Tab key to access your inventory. Use the " ü and + " keys to move through the list. Your status information will update to show an image of the currently selected item. Press the Enter key to use a highlighted item or press the "ã" key to drop an item. (Dropping items is only useful for multiplayer games.) Weapons and items are "readied" in this manner. For example, you can select or ready an item before engaging the enemy. Then at the appropriate time you can quickly use that item by pressing the Enter key.

Shooting: Tap the (Alt Gr) key or the left mouse button to fire. Hold the shooting key down to keep firing.

Looking Up and Down: The keys "A" and "y" allow you to look up and down, respectively. Start walking forward and your line of vision will automatically re-adjust to the centre position. You may also choose to select "free look" under the "Controls" menu which will allow you to move the mouse around as if it was your head movement.

Selecting Items in Inventory: Use the " ü and + " keys to cycle through items in your inventory. Press the Enter key to select a highlighted item.

Dropping Objects: To drop an item, tap the " ü and + " keys to scroll through your belongings. When the desired object is highlighted, press the (ã) key to drop it.

Giving Items to Other Marines: To give an item to another player simply select it from your inventory and press the (ã) key. The item will then be tossed out for anyone to pick up.



CREDITS

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Environment models for Introduction Cinematic by Karl Dolgener

Assistance with environment design by Cliff Iwai

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Level Music by Sonic Mayhem www.sonicmayhem.com

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"Climb" by Jer Sypult

Voice of computers by Carly Staehlin-Taylor

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